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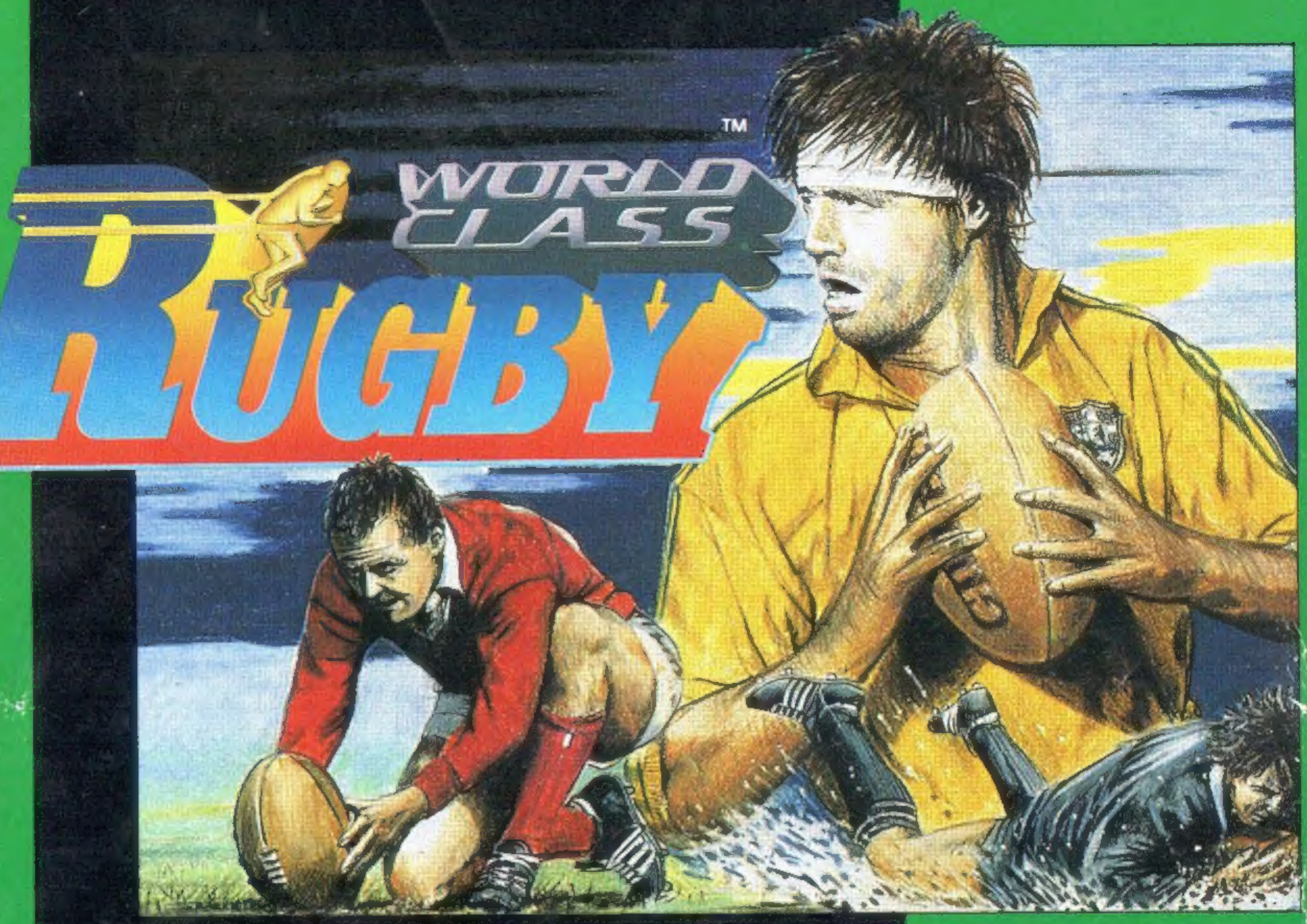

WORLD CLASS RUGBY™

INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

PAL VERSION

LICENSED TO

imagineer

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WORLD CLASS RUGBY

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1. INTRODUCTION:

World Class Rugby is a simulation of the game of Rugby played under Rugby Union Rules. There are options to play a Single Game or participate in a World Cup Competition or play a League.

1.1 There are options to change the game environment, design kit for the teams and change physical attributes of the players and their skill i.e. create a team to suit your style of play.

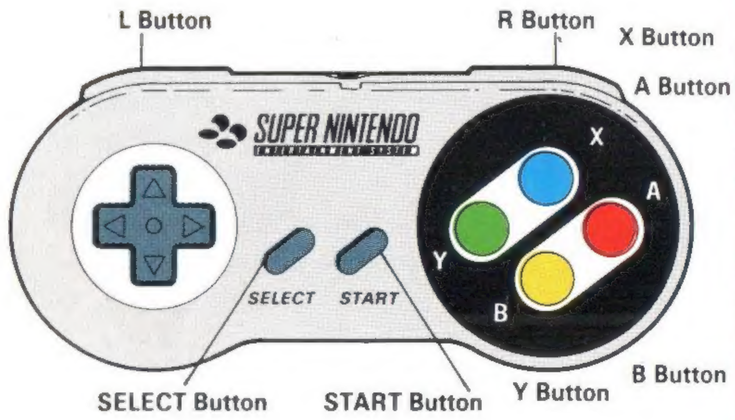
1.2 GETTING STARTED: Press START button to display the Main Menu.

1.3 SELECTING A MENU ITEM: Move the cursor to the Icon and press button B.

1.4 QUITTING A MENU: Press button X to quit a Menu.

1.5 PAUSE: To pause the game, press START button. To restart, press button B.

1.6 QUITTING MATCH: Press START button then press X button.



2.0 MAIN MENU:

◀ Use joypad to move the cursor and press button B to select the option.

2.1 INTERNATIONAL FRIENDLY: A Single Game between two International teams of your choice. One or two players can play the match.

2.2 WORLD CUP: 16 teams from all over the world compete for the World Cup.

2.3 LEAGUE GAME: You can select 3 to 8 teams from 16 available teams. The teams compete in a round robin tournament.

2.4 TEAM EDITING: You can customise the team by changing team names, team strip, changing player names and their physical attributes.

3.0 INTERNATIONAL FRIENDLY:

3.1 A single game for one or two players. The result of this game does not affect other competitions. Select 2 teams out of 16 teams for a single game. You can change the game environment, change the attributes of each member of the squad and select whether to play against the computer or another player or just watch the game.

3.2 SELECT TEAMS TO PLAY: Select the ▶ emblems of 2 teams from the 16 available on the screen by using the joypad (see 1.3). When 2 teams have been selected, the OPTION MENU will be displayed.

3.3 OPTIONS MENU: The Options Menu ▶ provides you with the following options.

a) Set GAME environment
b) Select PLAY MODE
c) Edit Squad

3.4 PLAY MODE: There are three modes of play available.

a) Computer Vs. Computer (Demo)
b) Player Vs. Computer
c) Player Vs. Player

To change from computer to player or vice versa, move the cursor button to the emblem and press button B.

3.5 GAME ENVIRONMENT:

3.5.1 SKILL LEVEL: - 1 (standard) - 7 (very difficult) ▶

3.5.2 WIND FORCE: None, Light, Medium or Strong.

3.5.3 LENGTH OF GAME: 5, 10, 15, 20, 40, or 80 minutes.

3.5.4 PITCH TYPE: Standard, Muddy or Hard.

3.6 THE SQUAD: You have the facility to select squad and also customise it. (See 9.3 to 9,5 and 10.0).

3.7 KICK OFF: Select the icon of the rugby ball to take you straight to the match. You can quit the match at any time by pressing the START button to Pause the game and then pressing X button. To re-start the game after a Pause, press button B.

4.0 WORLD CUP

4.1 Sixteen International teams compete in the WORLD CUP competition. The competition is in two parts.
In the first instance, 4 pools with 4 teams each are organised. Each pool is a mini league i.e. each team plays other teams once. The winner and runner up proceed to the quarter finals.
The rest of the competition is on a knock out basis.

4.2 PASSWORD: A screen with 12 clock faces is displayed at the start of the World Cup. If you are playing for the first time, skip the password section by selecting the SKIP icon at the bottom left hand corner of the screen. However if you wish to leave the competition at any stage, note the setting of the clock faces displayed at the end of the match. To resume the game, you have to set the clock faces to the same time as when you left it. To adjust the clock, move the cursor to the clock face and use the L and R buttons to move the hands.

4.3 OPTIONS MENU:

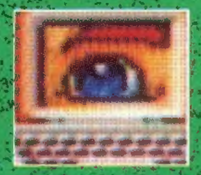
4.3.1 Game Environment: See 3.5.

4.3.2 Player Mode: See 3.4.

4.3.3 FIXTURES: The fixture list is shown on a rolling basis. The current fixture is on the top of the list.

4.3.4 TABLE: For the first part of the competition, tables for Pool 1 to 4 are displayed.

P: Number of matches played (Total 3)
W: Number of matches won (3 points for a win)
D: Number of matches drawn (2 points for a draw)



L: Number of matches lost (1 point)
PTS: Total number of points.

4.3.5 THE SQUAD: (see 3.6)

4.3.6 WATCH GAME: This option allows you to either watch the game or predict result. If you wish to predict the result, move the cursor to the icon and press button B. A cross will appear on top of the icon.

Icon + cross = Predict Result
Icon only = Watch - Computer Vs. Computer PLay - if you select one or both teams as player (see 3.3).

4.3.7 KICK OFF: See 3.7

CAUTION: If you wish to leave the competition and resume at later date, NOTE the setting of all the clock faces at the end of a match. You can then continue the game by setting the clocks when you wish to resume the play.

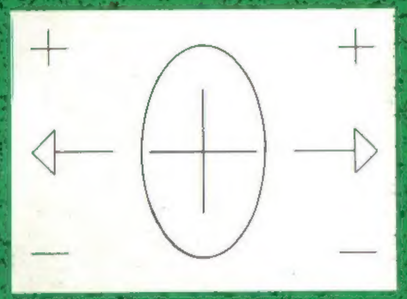
5.0 THE LEAGUE:

3 to 8 teams can participate in the league competition. You can leave the competition at anytime and resume at later date by using the password.

5.1 Password: See 4.2

5.2 SELECTING TEAMS FOR LEAGUE: You can select 3 to 8 teams league. Move the cursor over the emblem of a country and press button B to select that team for the league. When you have selected the required number, move the cursor to the EXIT icon at the bottom right hand corner and press button B.

5.3 All the options are the same as for the World Cup.



6.0 RULES AND CONTROLS:

6.1 Before you start the game, you are advised to study the rules of Rugby and how to control the players and ball.

6.2 KICK OFF:

6.2.1 RULE: The game starts with the KICK OFF by one of the teams at the centre line. The other team kicks off after the Half Time. If the ball goes over the Touch Line or the opponents Goal Line, a Scrum takes place at the centre line.

6.2.2 CONTROL: You can control the strength and direction of the kick. To determine the direction, place the cursor on the display of the ball shown on the screen. If the cursor is on the upper part of the ball, the ball will be kicked higher, if on the right side of the ball, it will go right. The position of the cursor on the ball corresponds to how and in which direction the ball will be kicked. Once the cursor has been placed press the B button to kick the ball.

6.3 PASSING:

6.3.1 RULE: You can pass the ball to left or right or to a player behind you. To pass the ball forward is a foul.

6.3.2 CONTROL:

Y Button - Pass LEFT
A Button - Pass RIGHT

To pass the ball to a player behind:

B Button - Attacking Upfield
X Button - Attacking Downfield

6.4 SCRUM:

6.4.1 RULE: A scrum is called by the referee if the rules of Rugby are broken.

6.4.2 CONTROL: Scrums form frequently during rugby games. It is important to advance your team forward and gradually move the ball backwards in order to gain possession. When a scrum is formed the referee decides which team throws the ball into the scrum. If your team has the put-in, you can select a special play (See 7.0 for details). When the ball goes into the scrum press, the L, R and B button quickly. The speed at which you press the buttons, determines how much pressure your pack will exert. A window will appear in the lower left of the screen. The colour of the ball in the window display changes to the colour which is winning the scrum. When the ball in the window starts to flash, that team can use the joypad to move the ball in and out of the pack. The ball will be released automatically when it is at the back of the pack.

6.5 RUCK:

6.5.1 RULE: When a player is tackled and releases the ball, a ruck is formed. The forwards of both teams engage automatically.

6.5.2 CONTROL: As for Scrum.

6.6 KICK:

6.6.1 RULE: You can only kick the ball in the direction of the opponents goal.

6.6.2 CONTROL: The longer you hold down the button, the stronger is the kick. The ball travels in the direction the player, who kicked the ball, is facing. The direction plus length of the kick can be changed by using the joypad.

Joypad Left/Right: Ball moves Left/Right
Up/Down: Ball Rises/Drops

6.7 LINE OUT:

6.7.1 RULE: If the ball goes over the touch line, the game restarts with a lineout. The team throwing the ball IN can select a special play. (See 7.0).

6.7.2 CONTROL: In order to do a throw in, move the marker by using joypad and deciding where you want the ball to be thrown. If it is a long throw and the 8th player from the

front receives the ball, the special play will not be played.

6.8 TRY AND CONVERSION:

6.8.1 RULE: If the player carries the ball across the opponent's goal line and puts it on the ground in the opponent's goal area, a TRY is scored and earns the team 5 points.

6.8.2 CONVERSION: One of the players from the team that scored a TRY, kicks the ball to pass between the goal posts but above the bar. If the try is successful, 2 points are added to the score.

6.8.3 CONTROL: as in 6.2.2

6.9 GROUNDING:

6.9.1 RULE: A defending side may put ball down in it's own goal area.

6.9.1.1 LEGAL GROUNDING: If a defender catches the ball in his goal area, he can ground the ball.

6.9.1.2 ACTION: Drop out at 25 metre line (See 6.11).

6.9.2.1 ILLEGAL GROUNDING: A defender catches the ball and crosses the goal line to ground the ball in his goal area.

6.9.2.2 ACTION: Scrum at 5 metres from the goal line.

6.10 MARK:

6.10.1 RULE: If you catch a ball which is kicked by the opposing player inside the 22 meter line, it will be a "fair catch" and a Free Kick will be given.

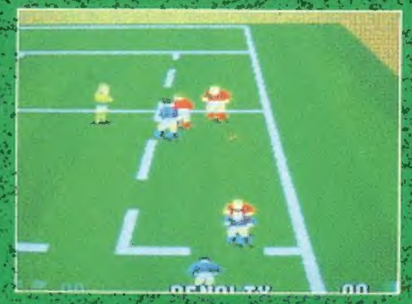
6.10.2 ACTION: A free kick is given when a mark has taken place or a foul has been committed. The ball cannot be kicked at the goal directly.

6.11 DROP OUT:

6.11.1 If the ball is legally grounded, a Dropout takes place at 22 metre line.

6.11.2 CONTROL: You have a choice to either kick the ball or select special play.

6.12 PENALTY:



6.12.1 RULE: A penalty is awarded if you commit a foul detailed in 6.15.1.2 or 6.15.1.6. A goal scored by a penalty kick is awarded 3 points.

NOTE: A goal scored by a Drop Kick, Free Kick, Tap Kick, etc. scores 2 points. Only a penalty kick scores 3 points.

6.12.2 CONTROL: If your opponent commits a foul, you can select either a special play or a goal kick. You can select a special play by pressing the Y button or a goal kick by pressing the X button (For special play see 7.0).

6.13 BALL RELEASE:

6.13.1 RULE: If you are tackled, pass the ball before it hits the ground. If the ball touches the ground, the ball will be released automatically and a ruck will take place.

6.14 INJURY:

6.14.1 RULE: Whenever a player is tackled during the game, his physical condition gets worse. A player who is seriously injured must leave the field.

6.14.2 ACTION: He will be replaced automatically by the most suitable reserve.

6.15 FOULS:

6.15.1 RULE: A foul is committed if any of the following action takes place.

6.15.1.1 KNOCK ON: If the ball goes forward after hitting a player's hand or arms.
Penalty: Scrum awarded at the position of incident.

6.15.1.2 OFF SIDE: If a player of your team is ahead of you when you kick the ball towards the opponents goal line, that player is OFF SIDE.

Penalty:..... A Penalty is awarded to the opposition.

6.15.1.3 FORWARD PASS: If a player passes the ball to a player ahead of him, a foul is awarded against the team.

Penalty:.....A scrum takes place.

6.15.1.4 STAMPING: If a player kicks an opponent deliberately.
Penalty: The player is sent off.

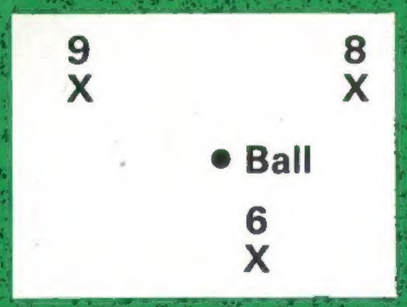
6.15.1.5 ADVANTAGE: If you are fouled but have possession of the ball, the referee may let the game continue.

6.15.1.6 TACKLING: If you tackle a player without the ball.
Penalty:.....Penalty is awarded to the opponents.

6.16 PLAYER CONTROL: The controlled player is identified by a Marker. Use joypad to move the player in all 8 directions.

6.16.1 TRANSFER OF CONTROL: There is a control zone round the ball. If your opponent has the ball, a player nearest to the ball within the control zone will be the controlled player. However, you may think that this player is very unlikely to get the ball and you would prefer a player ahead to move towards the player with the ball to tackle him.

◀**6.16.2** The situation is best illustrated by the diagram below. Player 6 is nearest to the ball and ordinarily will be the controlled player. If you wish player 9 to move towards the ball, then move joypad right and press button Y or A. Player 9 will become the controlled player. Similarly move joypad left i.e. towards the ball and press button Y or A to transfer control to player 8.



6.18 LOOSE BALL: A ball that is not in possession of either team is called a "Loose Ball". If the player you are controlling comes close to the loose ball, he will pick it up automatically.

6.19 DROP KICK: If you catch the ball, you can kick the ball towards the oppositions goal.

7.0 SPECIAL PLAY:

Special Play can be selected when there is:
a. SCRUM
b. LINE OUT
c. FREE KICK

7.1 The Special Play menu is displayed on ▶ the score board. Movement of the players and the course of the ball are displayed in the centre. Use left and right movement of the cursor to scan through the various Special Plays available.

7.2 Press Y button for Left display
X button for Centre display
A button for Right display

7.3 During the play, press any button to terminate the special play sequence.

NOTE: In a Line Out, if you throw the ball to the last player, selected special play is aborted.

8.0 MATCH SCREEN DISPLAY:

- The match screen displays the following:
  a. Team national flags
  b. Score against each flag
  c. Expired time
  d. Referee decisions

- **8.1 HALFTIME/FULLTIME:** Press X button to exit screen.

9.0 TEAM EDITOR:

This option allows you to:
a. Change team strip
b. Change team name
c. Change player names
d. Change head colours
e. Change player attributes

9.1 CHANGE TEAM STRIP: Move the cursor to the player body. The cursor will change into a small rugby ball. There are three positions for the cursor. Use the joypad to move the cursor.

Top Position: This changes the main colour of the jersey. Press button B to cycle through the colours. The top of the sox colour is the same as the main jersey colour.

Middle Position: This changes the colour of the stripes and the sox. Press button B to cycle through the colours. If you want a plain jersey, make the stripe colour the same as the main colour.

Bottom Position: This changes the colour of the shorts and the jersey collar. Press button B to cycle through the colours.

9.2 CHANGE TEAM NAME: Move the cursor to Squad screen Select icon at the top right hand corner of the screen and press button B. The squad will be displayed.

9.2.1 Move the cursor to the emblem of the country. There are two positions for the cursor on the emblem. Move the cursor to the top position and press button B.

9.2.2 The current name of the country will be deleted and a new cursor will appear. Move the joypad left or right to cycle through the letters of the alphabet and press button B. Press button X to terminate the input.

9.2.3 The lower the position of the cursor on this emblem allows you to put your name if Player is indicated i.e. you are playing on the field. Use the procedure as detailed in 9.2.2.

◀ **9.3 CHANGE PLAYER NAMES:** Move the highlight to the player name in the squad list you wish to change. As the highlight moves, the face of the player, his name and playing position are displayed. Move the cursor to the players name and press button B. Follow the procedure detailed in 9.2.2 to edit the name.

◀ **9.4 CHANGE PLAYER HEAD:** You can change players head band colour, skin colour etc.. Move the cursor to the player head and press button B to cycle through the various colour combinations.

9.5 CHANGE PLAYER ATTRIBUTES: The attributes and skills of the player are shown in a column on the right. Each heading has a bar display against it. Move the cursor to any attribute (except Fitness) and press button B repeatedly to alter the bar.

10.0 SELECT SQUAD:

Move the cursor to the player name to be replaced and press button B. The highlight will change colour. Now move the highlight to the replacement player name and press button B. This player will now play in that position.

11.0 ACTION REPLAY:

◀ Action Replay is like a playback mode of a video. If you press the select button during the game, it will be automatically rewound to the previous play. During the action replay the R mark blinks in the lower left of the screen. You can control the various modes of playback with the following buttons:

X button	slow motion playback
B button	pause
L button	rewind
R button	forward

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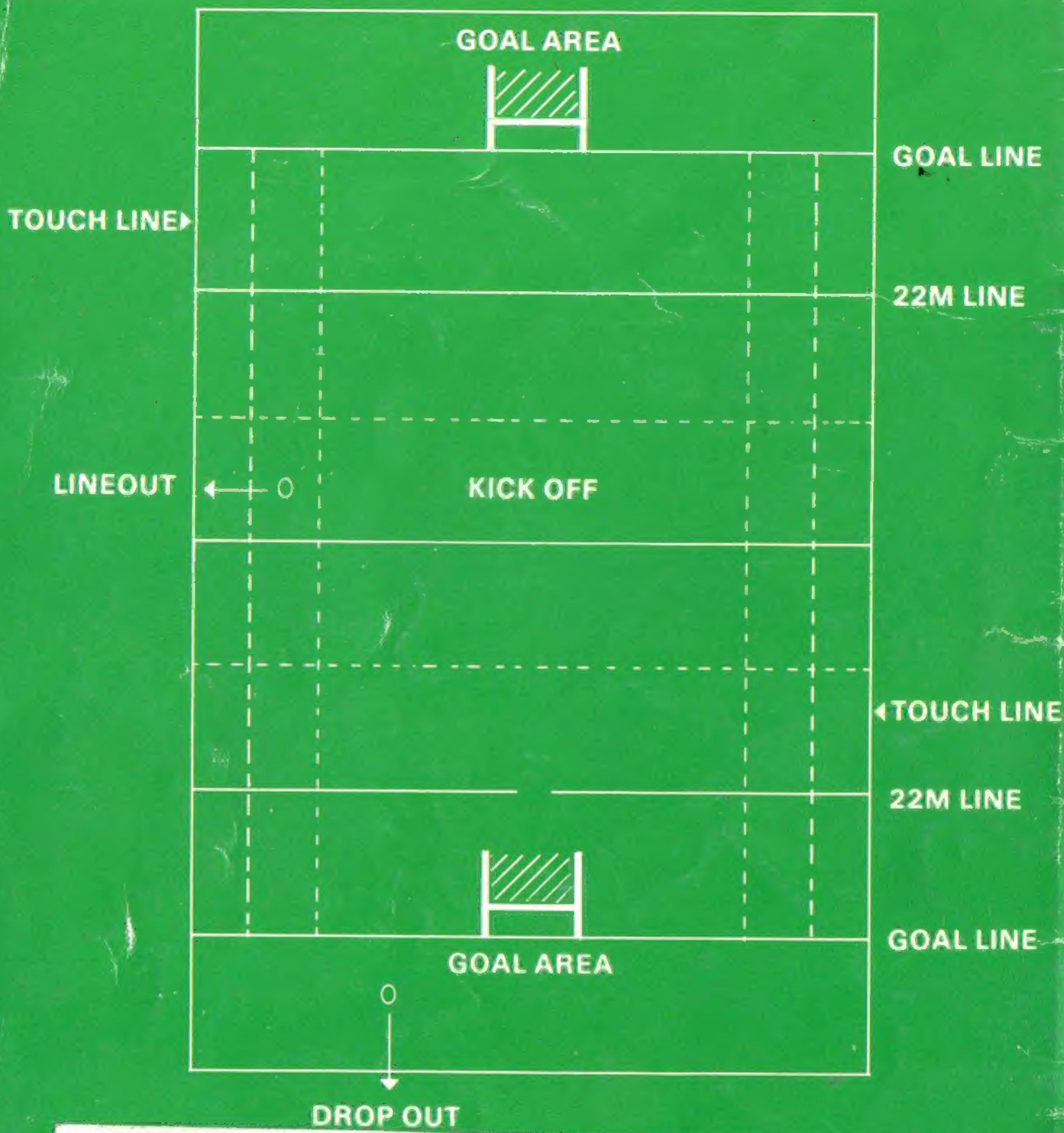

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